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• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

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For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

SLES-50215

1 Player • Memory Card (8MB) (for PlayStation®2) : 364KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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CRAZY TAXI™

Thank you for purchasing **Crazy Taxi**™!

Please note that this software is designed only for use with the PlayStation®2 computer entertainment system.
Be sure to read this instruction manual thoroughly before you start playing Crazy Taxi.

Crazy Taxi is a Memory Card compatible game [MEMORY CARD (8MB) (for PlayStation®2)] sold separately. In order to save game files, the MEMORY CARD (8MB) (for PlayStation®2) to be used must have at least 364k of memory available.

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GETTING STARTED

1. Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual.

2. Make sure the **MAIN POWER** switch (located on the back of the console) is turned on.

3. Press the **RESET** button. When the power indicator lights up, press the open button and the disc tray will open.

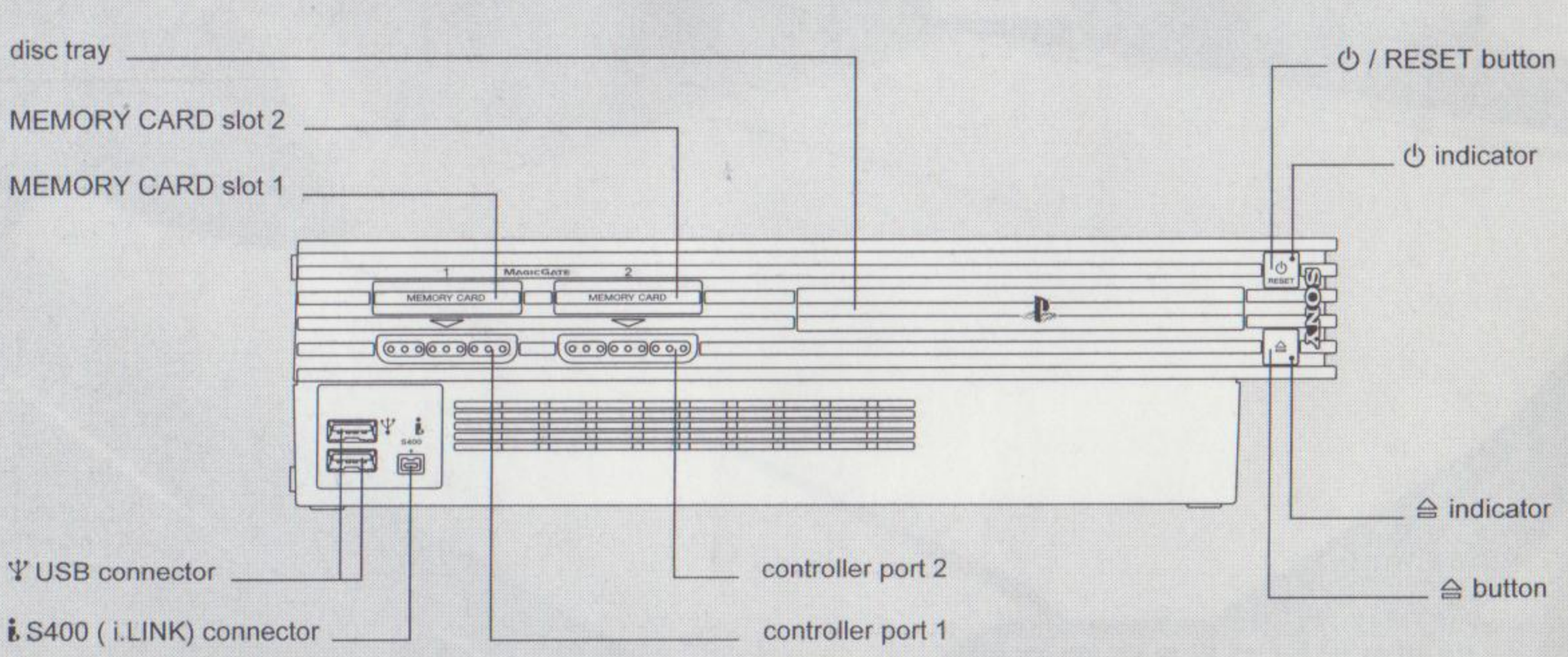
4. Place the **Crazy Taxi™** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.

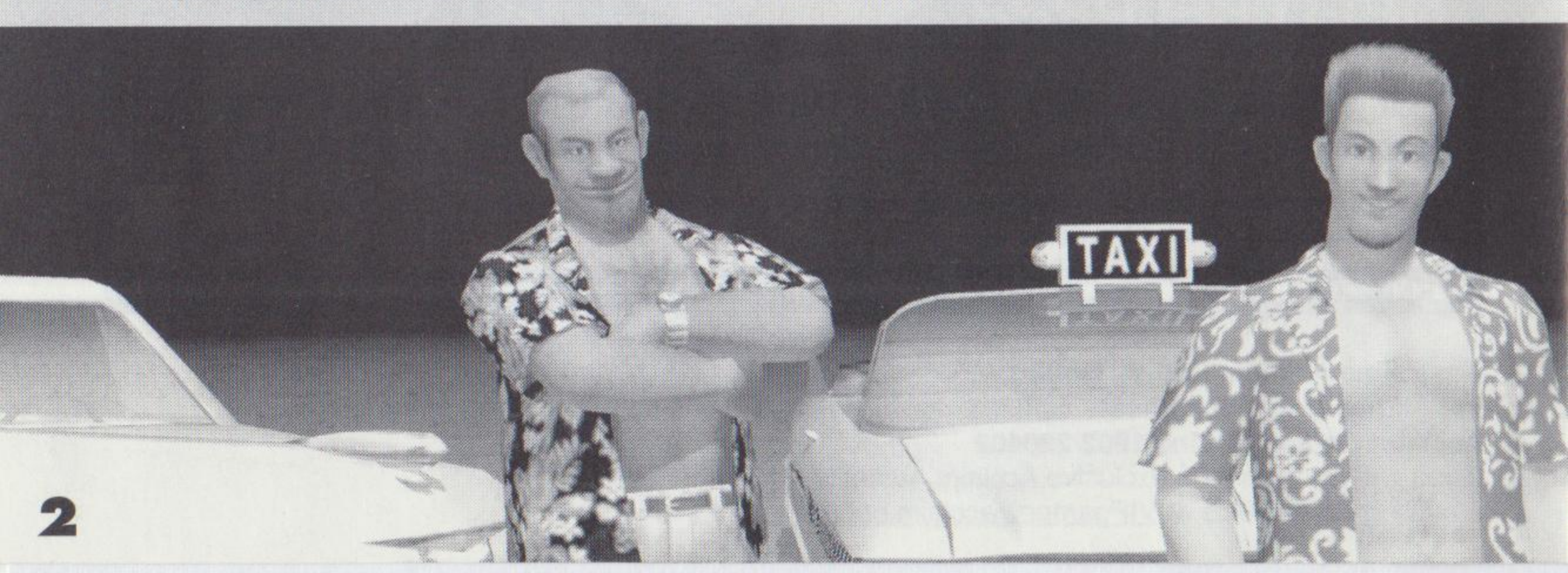
5. Attach game controllers and other peripherals, as appropriate. If you wish to save your game, insert a **MEMORY CARD** (8MB) (for PlayStation®2) (sold separately) into **MEMORY CARD Slot 1**.

Follow on-screen instructions and refer to this manual for information on using the software.

Note: Crazy Taxi is a one player game.

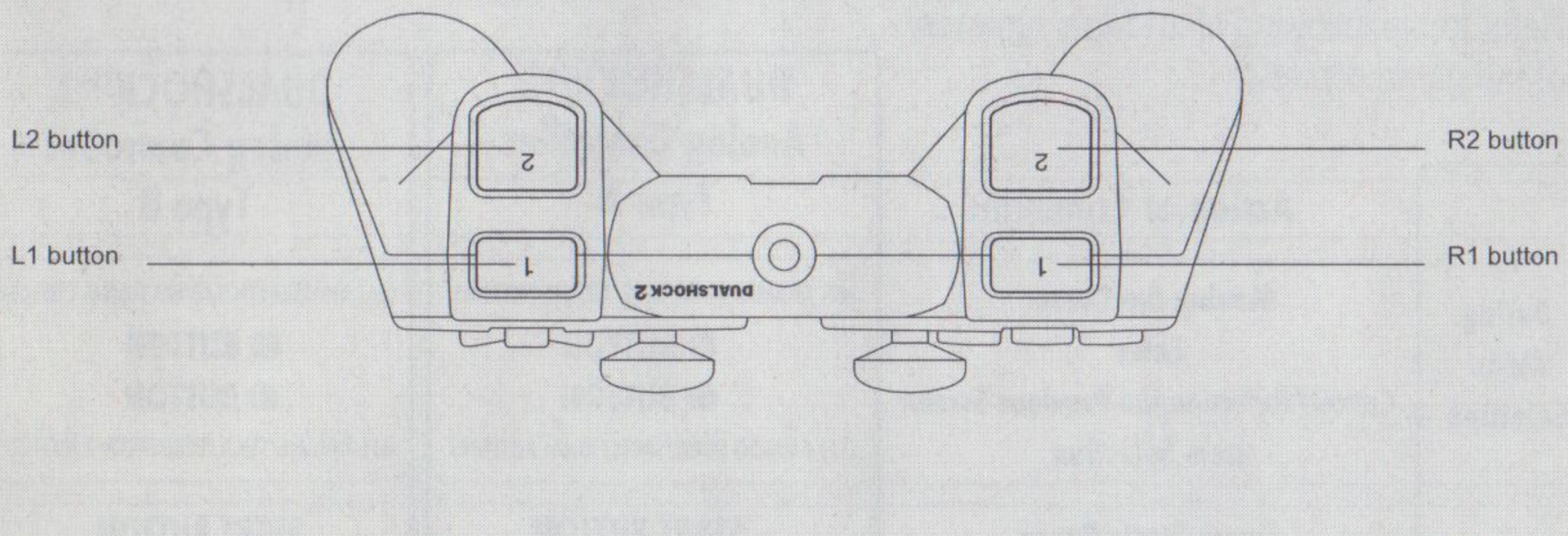
PlayStation®2 [front panel]

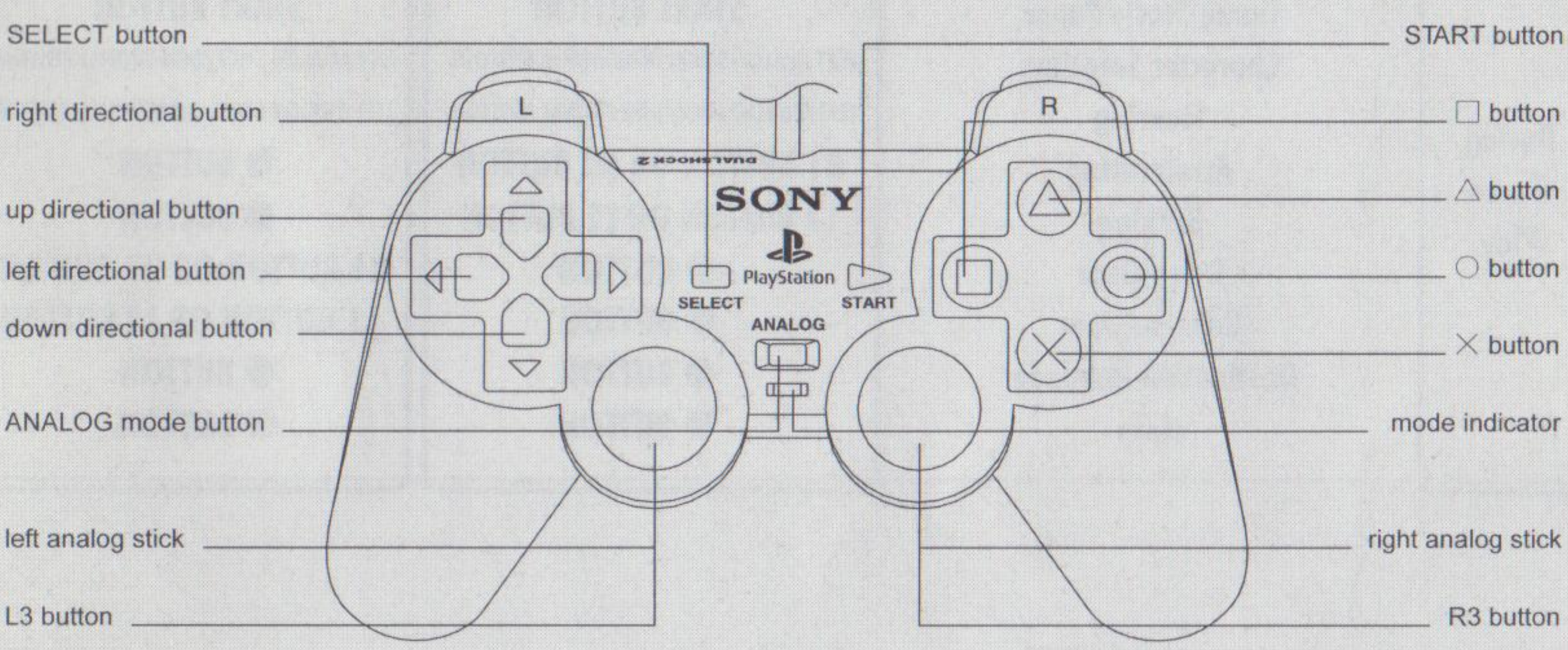




STARTING UP

Analog Controller (DUALSHOCK®2)



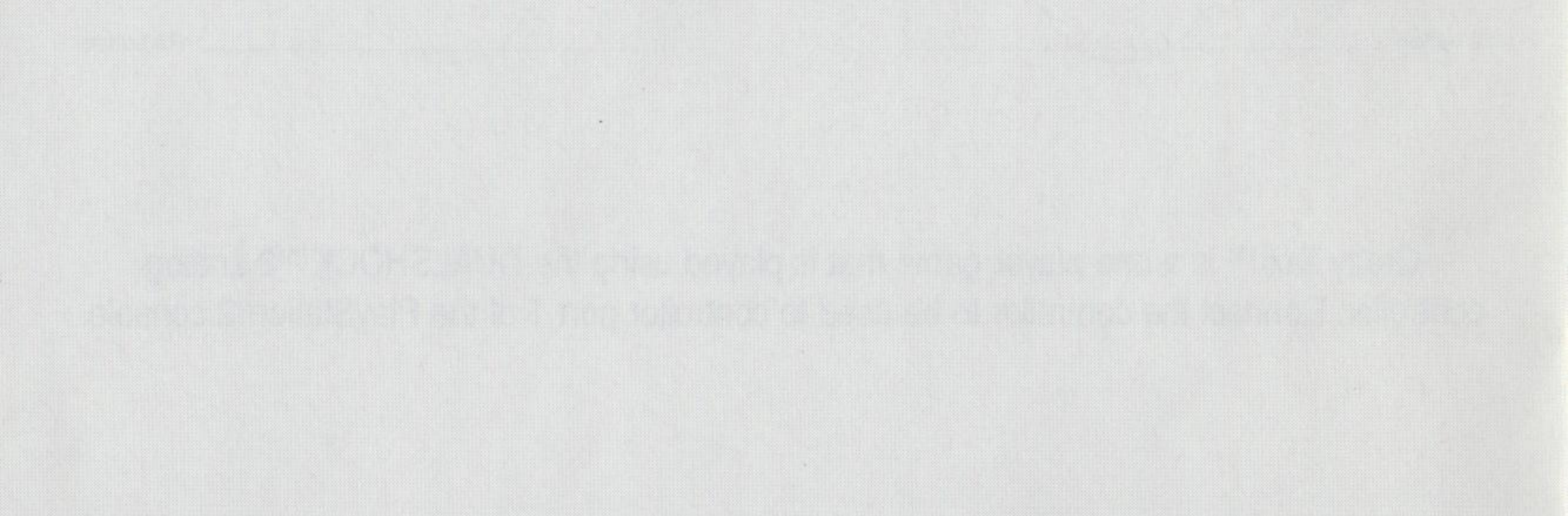


Crazy Taxi™ is a one-player game that is played using the DUALSHOCK™2 analog controller. Connect the controller to be used to controller port 1 of the PlayStation®2 console.

BASIC CONTROLS

Refer to the following chart for a summary of the game controls:

	Action or Command	DUALSHOCK™2 Analog Controller Type A	DUALSHOCK™2 Analog Controller Type B
During Menu Selection	Moving the Cursor	LEFT ANALOG STICK/DIRECTIONAL BUTTONS	LEFT ANALOG STICK/DIRECTIONAL BUTTONS
	Enter	⊗ BUTTON	⊗ BUTTON
	Cancel/Return to the Previous Screen	△ BUTTON	△ BUTTON
	Item Selection	LEFT ANALOG STICK/DIRECTIONAL BUTTONS	LEFT ANALOG STICK/DIRECTIONAL BUTTONS
During Game Play	Game Start/Pause	START BUTTON	START BUTTON
	Character Selection	LEFT ANALOG STICK/DIRECTIONAL BUTTONS	LEFT ANALOG STICK/DIRECTIONAL BUTTONS
	Steering	LEFT ANALOG STICK/DIRECTIONAL BUTTONS	LEFT ANALOG STICK/DIRECTIONAL BUTTONS
	Accelerating	R1 BUTTON OR R2 BUTTON	⊗ BUTTON
	Braking	L1 BUTTON OR L2 BUTTON	○ BUTTON
	Drive Gear	○ BUTTON	R1 BUTTON OR R2 BUTTON
	Reverse Gear	⊗ BUTTON	L1 BUTTON OR L2 BUTTON
	Destination Reminder	□ BUTTON	□ BUTTON
	Horn	△ BUTTON	△ BUTTON



CRAZY MANEUVERING

Learn how to perform these crazy maneuvers using different combinations of the **Steering Wheel**, **Accelerator**, **Brake** and **Drive/Reverse Shifting** commands.

CRAZY DASH - Propel the cab forwards with a burst of speed with this crazy move.

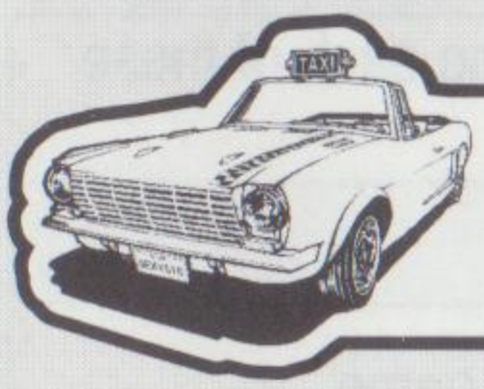
HOW TO EXECUTE

First, release both the accelerator and brake. Then, just after shifting into Drive, press the accelerator.

CRAZY DRIFT - Use this move to cause the cab to execute a sliding drift.

HOW TO EXECUTE

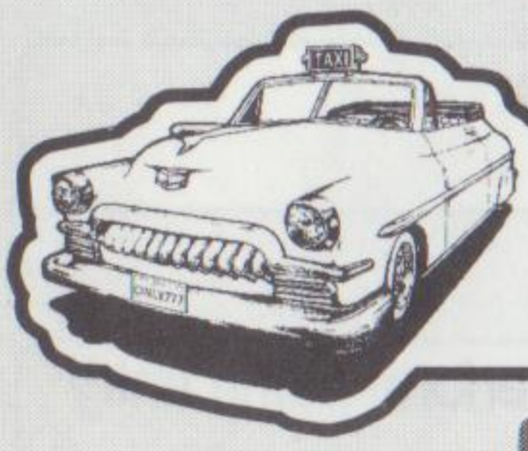
While moving forward, quickly shift into Reverse and back into Drive while cutting the Steering Wheel to the right or left.
Note: hold the **LEFT ANALOG STICK** to execute a drift.



CRAZY BACK DASH - Execute a hasty retreat with this speedy thrust in reverse.

HOW TO EXECUTE

Shift quickly into Reverse just after executing a **Crazy Dash**.



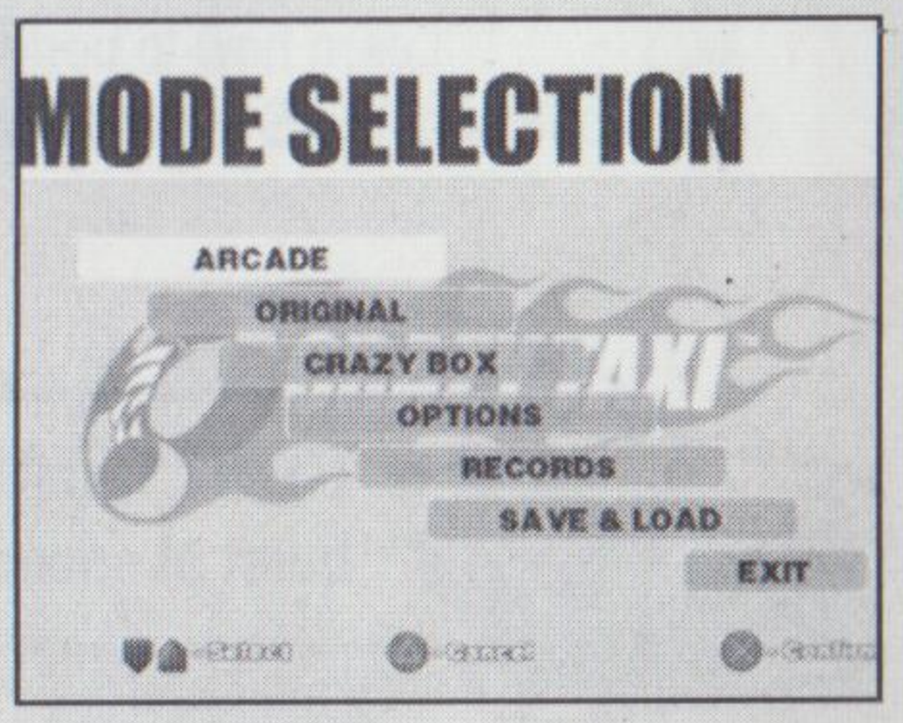
CRAZY BACK DRIFT - With this move the cab will continue to move in reverse after spinning 180°.

HOW TO EXECUTE

While moving forward, quickly shift into Drive and back into Reverse while cutting the Steering Wheel to the right or left.

MODE SELECTION MENU

Use ↑↓ on the **LEFT ANALOG STICK/ DIRECTIONAL BUTTONS** to select an item and press the ✕ **BUTTON** to enter your selection. Select '**EXIT**' or press the △ **BUTTON** to return to the title screen.



ARCADE p. 7

In this game mode, play using the same course as the one featured in the Arcade version of Crazy Taxi.

ORIGINAL p. 7

Select this game mode to play using the specially designed original course.

CRAZY BOX p. 13

Fine-tune your cab driving techniques by clearing each of these unique mini-games.

OPTIONS p. 15

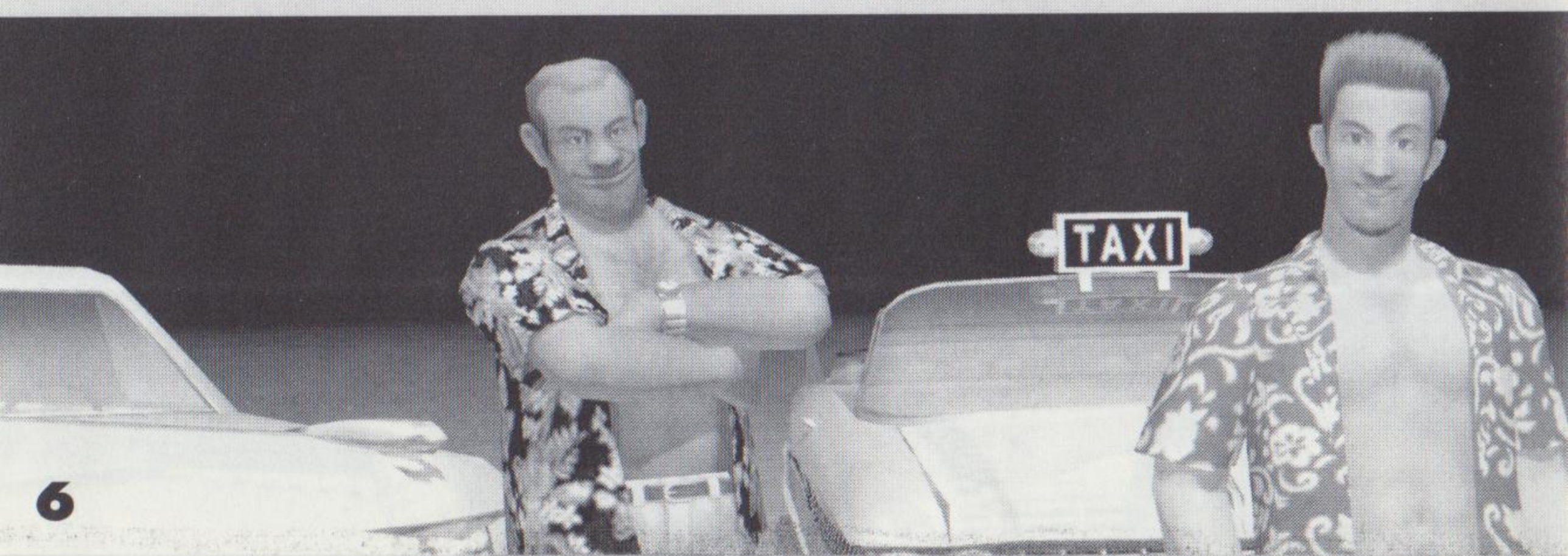
Use this mode to modify various settings of the game.

RECORDS p. 16

Here you can view the records and rankings for each of the game modes.

SAVE & LOAD p. 17

Use this mode to save or load game data or perform name entry for player files.



ARCADE/ORIGINAL MODE

Both the Arcade and Original game modes have the same rules, content and menu. The only difference between these two modes is the course on which you play. After selecting either "**ARCADE**" or "**ORIGINAL**" from the mode selection menu, the following mode menu will be displayed. Use ↑↓ on the **LEFT ANALOG STICK/DIRECTIONAL BUTTONS** to select a mode and press the ✕ **BUTTON** to enter your selection. Select '**EXIT**' or press the △ **BUTTON** to return to the title screen.

PLAY BY ARCADE RULES

Select this item to play according to the same rules as used in the Arcade version of Crazy Taxi. For details, see p. 9 – 11.

WORK FOR 3 MINUTES

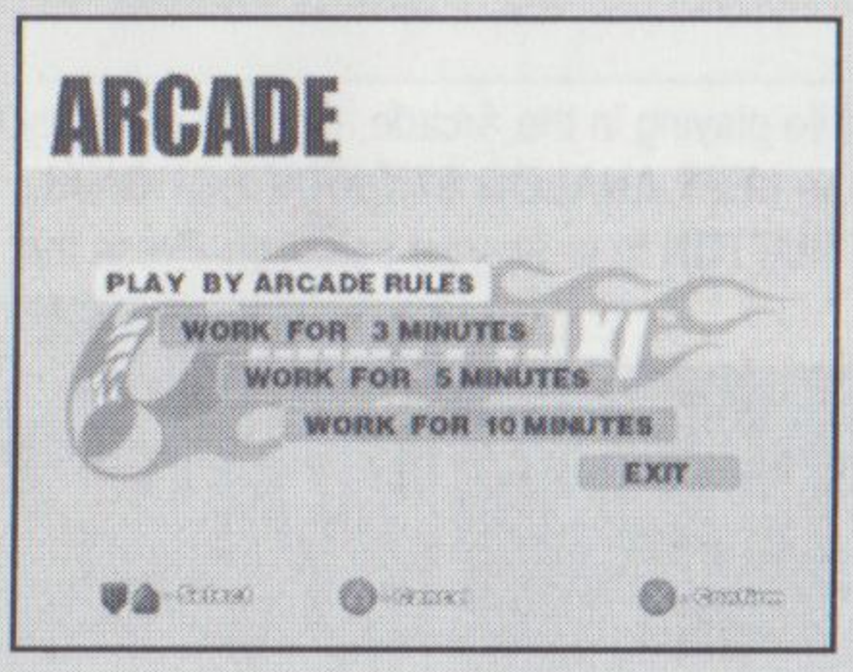
Play freely for three minutes. Note that in this mode there are no time bonuses (see p. 11) available.

WORK FOR 5 MINUTES

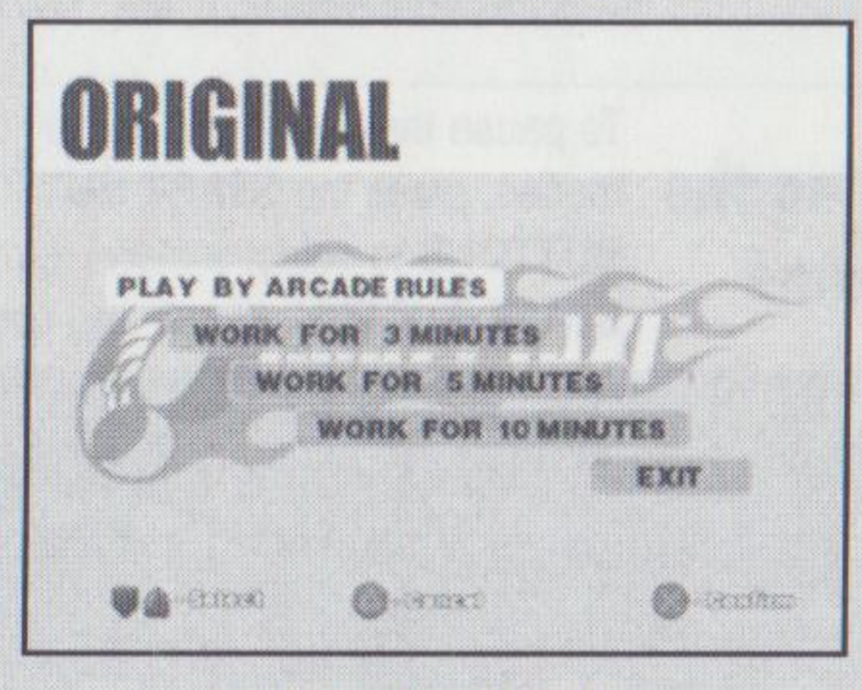
Play freely for five minutes. Note that in this mode there are no time bonuses available.

WORK FOR 10 MINUTES

Play freely for ten minutes. Note that in this mode there are no time bonuses available.



Arcade Mode Menu

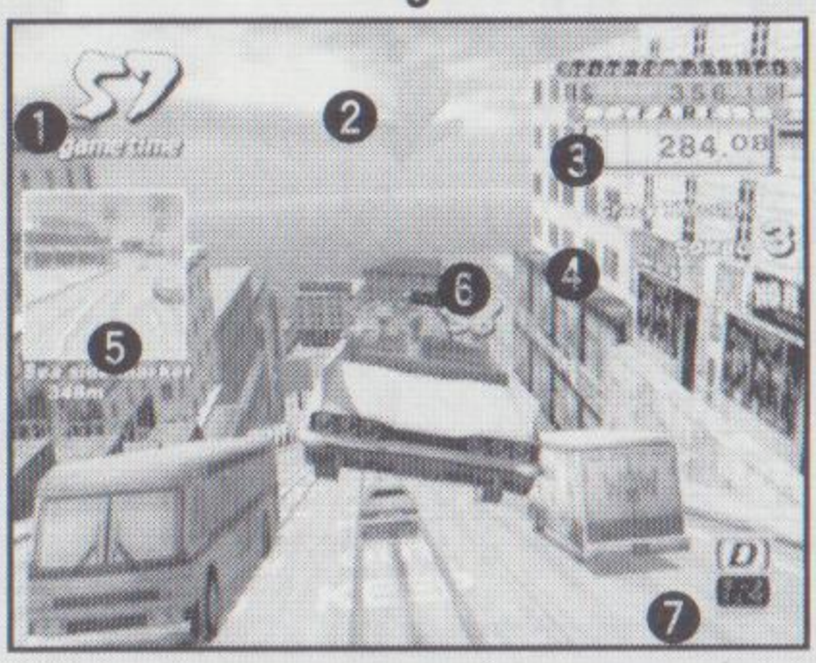


Original Mode Menu

ARCADE/ORIGINAL MODE

GAME DISPLAY

While driving a customer



At the destination

1. **Game Time**: Once this time limit counts down to **0,** the game is over.
2. **Directional Arrow:** This arrow shows the general direction of the destination.
3. **Fares:** The top figure is the **Total Earned Fare** and is a total of all fares earned. The bottom figure is the **Fare** for the current customer, which includes the base fare plus any tips earned, and will be added to the total earned fare once the customer is delivered to their destination.
4. **Crazy Maneuvers & Combos:** All crazy maneuvers performed will appear here with a counter that tracks any successive combos made.
5. **Destination and Distance Counter:** A picture of the destination location and a distance counter indicating the distance to the destination, is displayed as the customer gets into the cab. Press the ▢ **BUTTON** to display this image while driving.
6. **Customer Time Limit:** If this time limit reaches **0** before reaching the destination, the customer will jump out of the cab without paying their fare.
7. **Gear Indicator:** Shows the gear, drive or reverse, currently selected.
8. **Time Bonus Indicator:** Indicates the time bonus earned for arriving early at the destination. The time bonus is only available when playing the "PLAY BY ARCADE RULES" of the arcade and original modes (see p. 11 for details).
9. **Ranking:** Shows your current ranking relative to the total rankings.

Pausing the Game

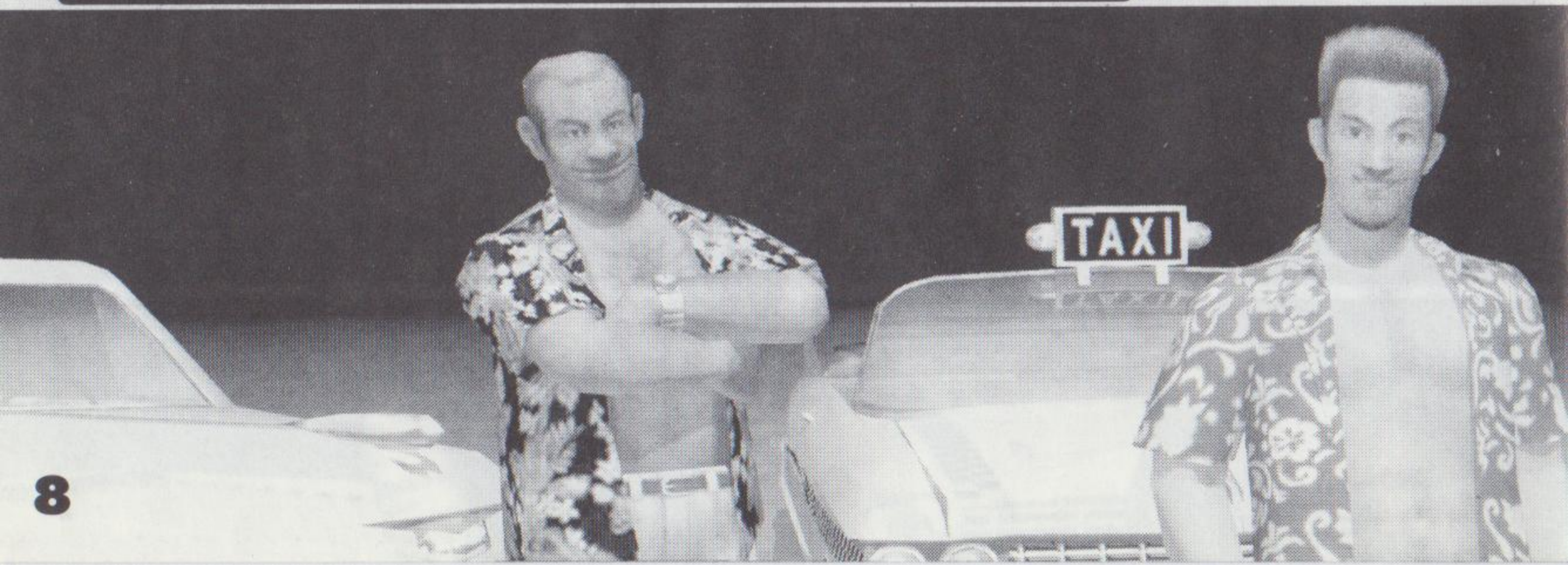
To pause the game and display the pause menu while playing in the Arcade, Original or Crazy Box modes, press the **START BUTTON**. Use ↑↓ on the **LEFT ANALOG STICK/DIRECTIONAL BUTTONS** to select a menu item and press the ✕ **BUTTON** to enter your selection. Press the **START BUTTON** to exit and continue playing.

RESUME: Select to resume play where you left off.

RESTART: Select to restart the current game with the same driver in the same mode.

QUIT: Select to exit the current game and return to the mode selection menu.

VIBRATION: Use ←→ on the **LEFT ANALOG STICK/DIRECTIONAL/BUTTONS** to toggle this item ON/OFF.



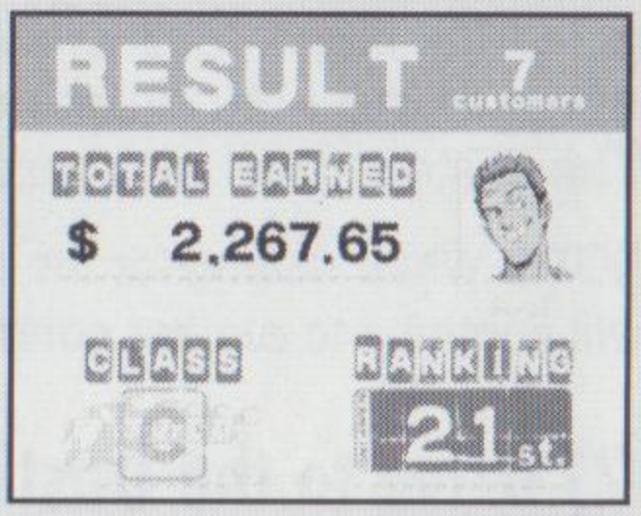
ARCADE/ORIGINAL MODE

DRIVER SELECTION

After selecting a game mode from either the Arcade or Original mode menu, the driver selection screen will be displayed. Use ⬅➡ on the **LEFT ANALOG STICK/DIRECTIONAL BUTTONS** to select a driver and press the ⊗ **BUTTON** to enter your selection.

GAME OVER

Once the game time limit counts down to **0,** the game is over and the results screen is displayed. If you can achieve a class ranking of **S**, the game ending and credits will play.



CUSTOMERS = The total number of customers delivered.

TOTAL EARNED = The total amount of money earned.

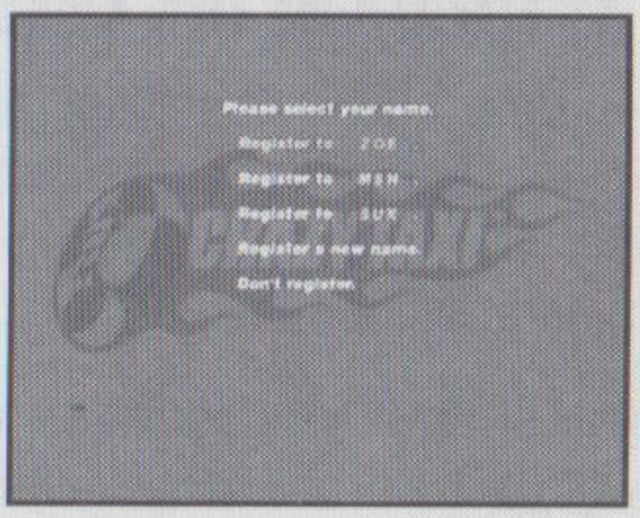
CLASS = This evaluation of your driving skills is based on a leveled assessment of your cumulative earnings. The available classes from the best down are **S**, **A**, **B**, **C**, **D**, **E** and **NO LICENSE**.

RANKING = This placement is your ranking relative to the saved data. If your score is too low to place, **OUT OF RANKING** will appear.

NOTE: Rankings are only displayed when playing the "PLAY BY ARCADE RULES" of the Arcade and Original modes.

SAVE MENU

Use this menu to save the results of a game to a Memory card (8MB) (for PlayStation®2). Use ⬆⬇ on the **LEFT ANALOG STICK/DIRECTIONAL BUTTONS** to select where to save the data and press the ⊗ **BUTTON** to enter. If there are no player files set up in which to save data, select "**Register a new name**" and enter a new name to create a new file (see p. 17 for details).



ARCADE/ORIGINAL MODE

GAME FLOW

1) Pick Up a Customer

Human characters located in the city with a "**$**" icon over their heads indicate potential customers waiting for a taxi ride. To pick up a customer the player must brake the cab to a complete stop within the **stop zone** - the circular outline that appears around the customer. The customer will then automatically approach and get in the cab.

NOTE: While waiting for the customer to get into the cab, the game clock will continue to run but control of the cab is not possible.

2) Drive to the Destination

Once the customer gets in the cab the following 3 items appear on the game display: the "**Destination and Distance Counter**" appears briefly to the left, the "**Directional Arrow**" appears at the center top and the "**Customer Time Limit**" appears over the customer's head. It is your job to travel in the direction indicated by the arrow and deliver the customer to their destination before the customer time limit reaches 0. Provided you reach the destination in time, you will be paid the base fare as well as any tips given by the customer in appreciation of "***crazy***" driving (see "Fare System" and "Tips" p. 11).

3) Drop Off the Customer

To drop off the customer, brake the cab to a complete stop within the green wall rimmed destination **stop zone**. Once stopped, the customer will automatically exit the cab and pay their fare (see p. 11) plus any tips received.

NOTE: While waiting for the customer to get out of the cab, the game clock will continue to run but control of the cab is not possible.

Do your best to repeat the above 3 steps as many times as possible before the game time counter reaches 0 to earn loads of crazy money!

How to pick up and drop off the customer.
Stop at the customer mark to pick up the customer.
TAXI !
$
Hurry and follow the arrow to the destination.
Stop at the destination mark and drop off the customer.
GOOD JOB !
If you drive slow the customer will get off.
$0

ARCADE/ORIGINAL MODE

The different colors of each customer "**$**" icon indicate the relative distance to the destination while the size of the **stop zone** around the customer indicates the relative difficulty involved getting there.

$ ICON COLOR VARIATIONS

DISTANCE TO DESTINATION

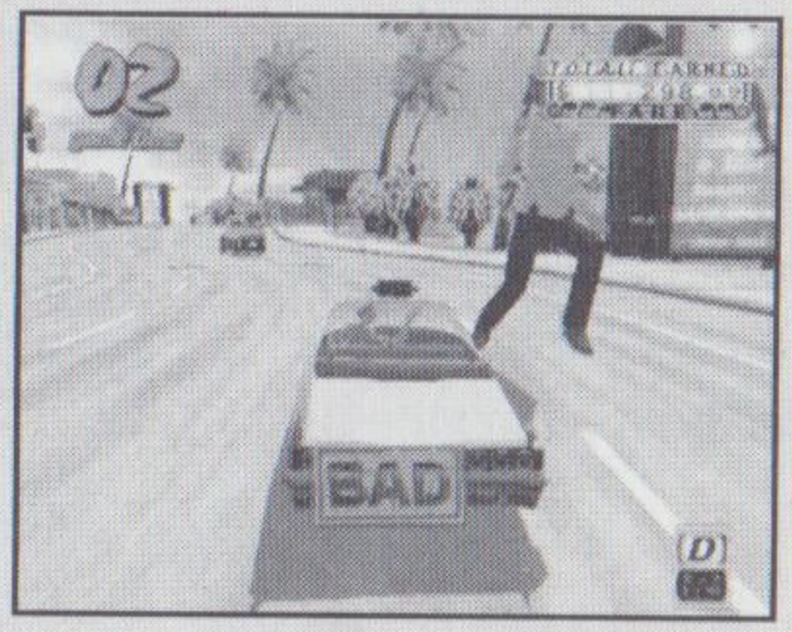
NEAR ← → **FAR**

Red | **Orange** | **Yellow** | **Yellow Green** | **Green**

EASY ← → **HARD**

SIZE OF THE STOP ZONE

FARE SYSTEM



Time Limits and the Total Earned Fare

After getting into the cab, a number appears over the customer's head and begins to countdown. This is the customer time limit. If you are able to deliver the customer to their destination within this time limit you will be paid the **FARE**. This is then added to the **TOTAL EARNED FARE**. However, if you are unable to reach the destination before the counter reaches **0**, the customer will jump out of the cab without paying.

Fares and Tips

The three types of fares that can be earned are as follows:

BASE FARE

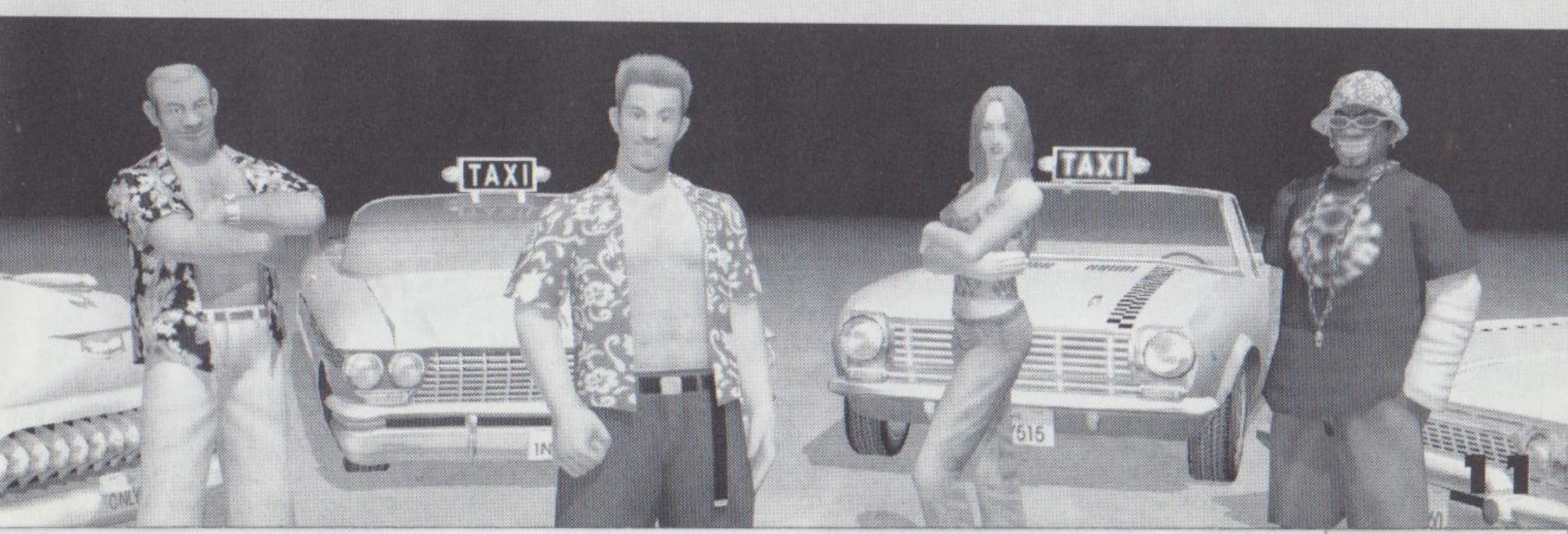
The base fare is calculated according to the distance of the destination. Once the customer gets in the cab, this amount will appear in blue under the total earned fare at the upper right of the game display.

TIPS

Tips are awarded to the cabbie whenever "***crazy***" maneuvers are executed in the course of driving the customer to their destination. Each tip is added to the base fare as earned.

BONUS FARE

When the cabbie arrives at the customer's destination, a bonus fare is converted from any time left over from the initial customer time limit. This is added to the base fare just before payment.



ARCADE/ORIGINAL MODE

EARNING TIPS

If the cabbie is able to "please" the customer by performing any of the following crazy maneuvers while delivering the customer to their destination, they will be rewarded monetarily with tips. All tips are added to the base fare and then to the total earned fare upon arrival at the destination.

CRAZY JUMP

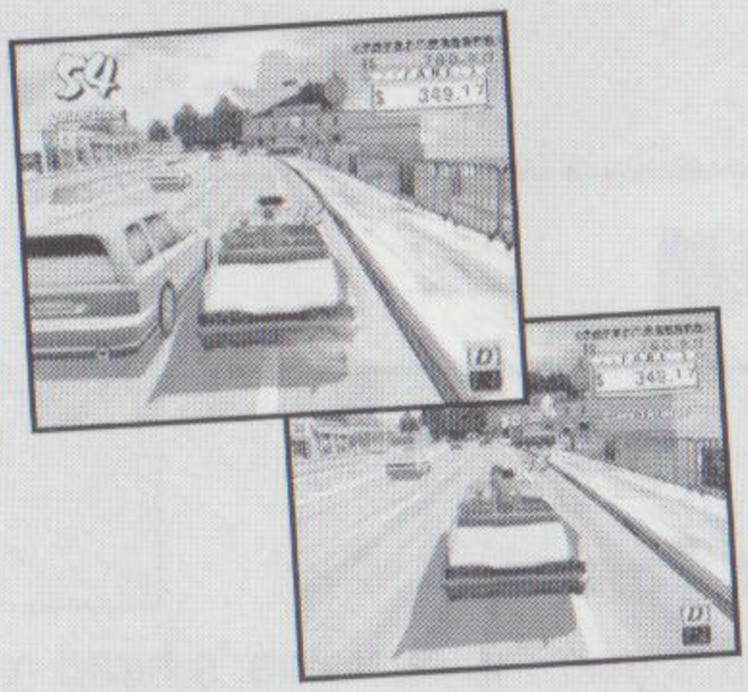
Use jump ramps or other similar elevated obstacles to become airborne.

CRAZY DRIFT

Sustain a sliding drift of the cab while turning.

CRAZY THROUGH

Cut in close to the other vehicles that you pass on the roads without hitting them.



COMBOS

If you are able to earn tips in succession, a running tally of the number of combos appears on the right of the display and continues until you collide with another vehicle. The more combos accumulated, the higher the tip value becomes, so do your best to rank up consecutive combos whenever and wherever possible! If you make a mistake or collide with another vehicle, the combo counter resets to zero.

TIME BONUS

When the cabbie delivers the customer to their destination, any leftover time from the customer time limit is converted into a **Time Bonus**, which is then added to the game time. The faster the cabbie arrives at the destination, the higher the bonus time awarded will be. The available time bonuses are:

SPEEDY
+5 seconds (Green)

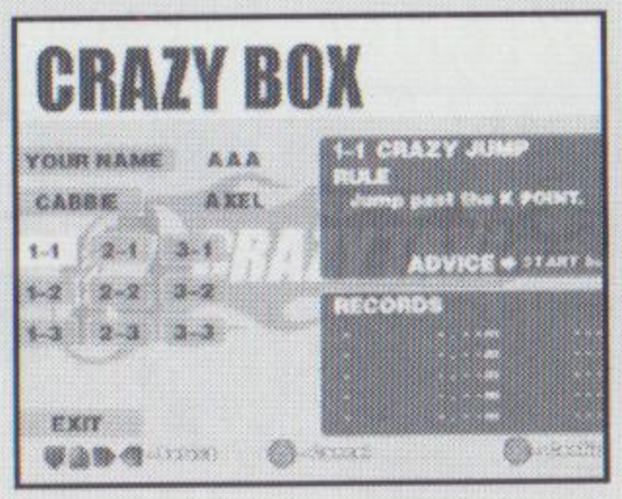
NORMAL
+2 seconds (Yellow)

SLOW
No Bonus (Red)

BAD
Appears when the customer jumps out of the cab without paying (Purple)

NOTE: Time Bonuses are only available in the "PLAY BY ARCADE RULES" of the arcade and original modes.

CRAZY BOX MODE



Use the various mini-games available in this mode to develop and improve your cab driving skills. Use ↑↓←→ on the **LEFT ANALOG STICK/DIRECTIONAL/BUTTONS** to select a mode and press the ⊗ **BUTTON** to enter your selection. Select 'EXIT' or press the △ **BUTTON** to return to the title screen.

PLAYER FILE SELECTION

First use ←→ on the **LEFT ANALOG STICK/DIRECTIONAL BUTTONS** to select the name that represents your player file. If there are no player files available, select **'NEW ENTRY'** and press the ⊗ **BUTTON** to display the name entry screen.

CABBIE SELECTION

Use ←→ on the **LEFT ANALOG STICK/DIRECTIONAL BUTTONS** to select a cabbie and press the ⊗ **BUTTON** to enter your selection.

MINI-GAMES

Use ↑↓←→ on the **LEFT ANALOG STICK/DIRECTIONAL BUTTONS** to select a mini-game to play from among the displayed options The rules and current rankings for the selected mini-game will be displayed to the right. Press the **START BUTTON** to display an advice box with tips on how to successfully complete the selected mini-game. Press the **START BUTTON** again to return to the Crazy Box selection menu. To play the selected game, press the ⊗ **BUTTON**

MINI-GAMES

The following mini-games are available at the start of play in the Crazy Box mode:

1 – 1 **CRAZY JUMP**

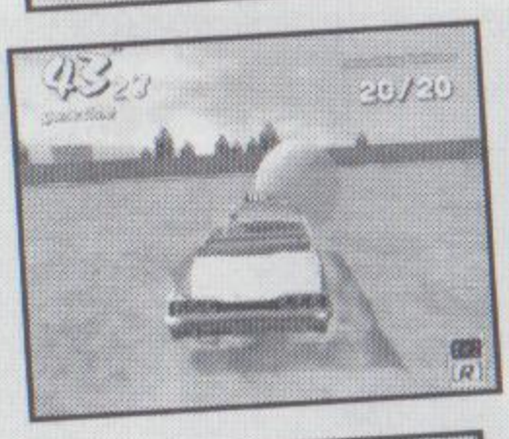
GOAL

Jump the cab off the jump ramp and land past the K point.

1 – 2 **CRAZY FLAG**

GOAL

Reach the flag located directly behind the cab on the other side of the beach within the allotted time limit.



1 – 3 **CRAZY BALLOONS**

GOAL

Burst all the balloons on the field within the allotted time limit.

2 – 1 **CRAZY DRIFT**

GOAL

Earn more than 15 total combos using the Crazy Drift within the allotted time limit.

CRAZY BOX MODE

2 - 2 CRAZY TURN

GOAL

Deliver the customer to their destination within the allotted time limit.

2 - 3 CRAZY BOUND

GOAL

Deliver the customer to their destination within the allotted time limit without falling into the ocean.

3 - 1 CRAZY RUSH

GOAL

Deliver all five customers to their destinations within the allotted time limit.

3 - 2 CRAZY JAM

GOAL

Deliver all three customers to their destinations, through heavily congested traffic, within the allotted time limit.

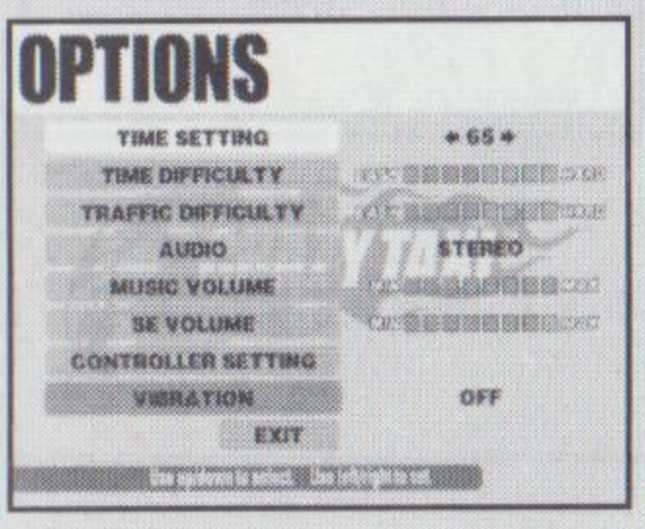
3 - 3 CRAZY POLE

GOAL

Deliver all the customers to their destinations within the allotted time limit.

OPTIONS

From the options menu it is possible to modify the following game settings. Use ↑↓ on the **LEFT ANALOG STICK/DIRECTIONAL BUTTONS** to select an item and ←→ on the **LEFT ANALOG STICK/DIRECTIONAL BUTTONS** to modify the setting. Select '**EXIT**' or press the △ **BUTTON** to return to the mode selection menu. The settings available for modification are as follows:



Note: Whenever you modify the options settings, the data will automatically be saved to the MEMORY CARD (8MB) (For PlayStation®2) when you exit the options menu.

TIME SETTING

Adjust the game time limit setting of the Arcade and Original modes for "**PLAY BY ARCADE RULES**" mode play.

TIME DIFFICULTY

Adjust the difficulty level of the game time setting of the Arcade and Original modes for "**PLAY BY ARCADE RULES**" mode play.

TRAFFIC DIFFICULTY

Adjust the difficulty level of the traffic setting of the Arcade and Original modes for "**PLAY BY ARCADE RULES**" mode play.

AUDIO

Set the preferred sound output to either **MONO** or **STEREO**.

MUSIC VOLUME

Adjust the volume setting for the background music.

SE VOLUME

Adjust the volume setting for the sound effects (SE).

CONTROLLER SETTING

Press the ⊗ **BUTTON** to display the controller settings screen and then select a controller setting type using ←→ on the **LEFT ANALOG STICK/DIRECTIONAL/BUTTONS**. (See p. 4 for details)

VIBRATION

This is set to 'ON' by default. Use ←→ on the **LEFT ANALOG STICK/DIRECTIONAL/BUTTONS** to switch this option on and off.

RECORDS

Here you can view all the records and rankings earned in every mode of the game. Use ↑↓ on the **LEFT ANALOG STICK/ DIRECTIONAL/BUTTONS** to select an item and press the ⊗ **BUTTON** to enter your selection. Select '**EXIT**' or press the △ **BUTTON** to return to the mode selection menu.

TOTAL RECORDS Select to view all the records for each player in all modes.

_ _ _ RECORDS Select a player file from among the displayed options to view the individual records for that player.

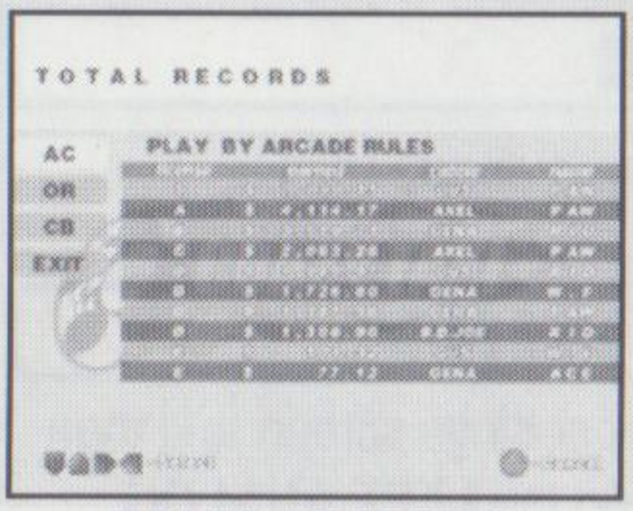
RECORDS MENU

Use ↑↓ on the **LEFT ANALOG STICK/ DIRECTIONAL/BUTTONS** to select a mode from the three options displayed on the left and ←→ on the **LEFT ANALOG STICK/DIRECTIONAL BUTTONS** to move forwards and backwards among the pages. Select '**EXIT**' or press the △ **BUTTON** to return to the Records menu.

AC **Arcade Mode Records**

OR **Original Mode Records**

CB **Crazy Box Mode Records**



TOTAL RECORDS

license: The license class awarded (appears only with AC/OR records).

earned: Total amount of money earned (appears only with AC/OR records).

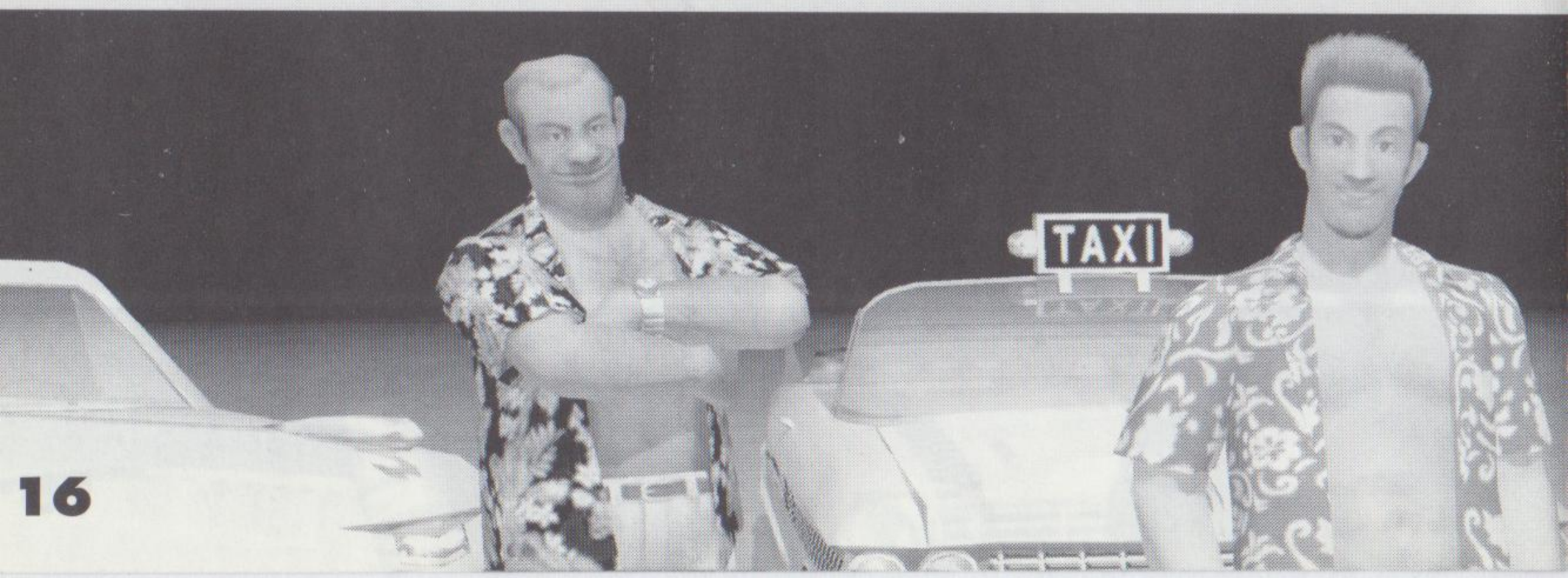
cabbie: The cab driver used.

name: The name of the player who earned this record (appears only with the TOTAL RECORDS).

ranking: The overall ranking for each successful clear (appears only with the CB records).

score: The actual score achieved (appears only in the CB records).

date: The date when the record entry was made (appears only with the _ _ _ records).

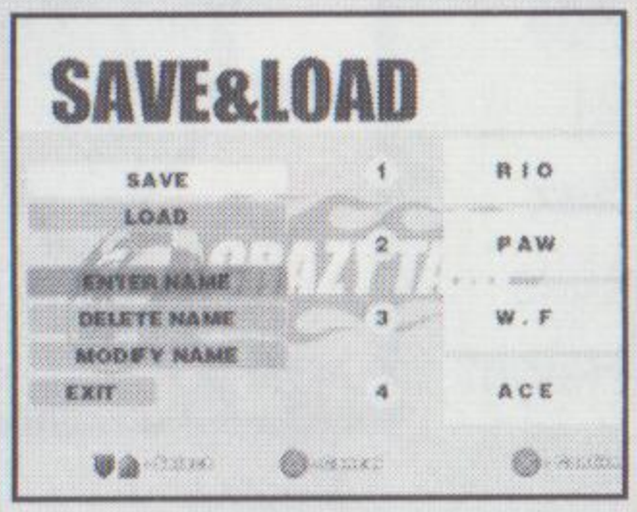


SAVE & LOAD

Here you can save and load game data, enter a name to create a new player file or modify the name of a current player file. Use ↑↓ on the **LEFT ANALOG STICK/DIRECTIONAL BUTTONS** to select an item and press the ⊗ **BUTTON** to enter your selection. Select '**EXIT**' or press the △ **BUTTON** to return to the main menu.

SAVE

Select to save all the current game settings and records to your **MEMORY CARD** (8MB)(For PlayStation®2)



LOAD

Select to load previously saved data from your **MEMORY CARD** (8MB)(For PlayStation®2)

ENTER NAME

Select to enter a new name or create a new player file. See below for details on how to enter a name.

DELETE NAME

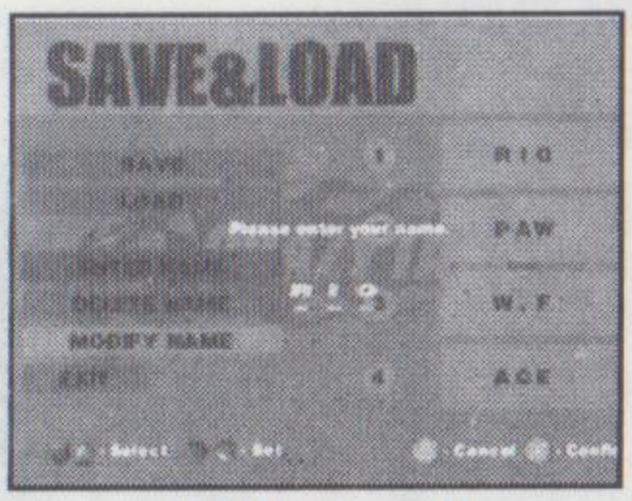
Select to delete a player file. Use ↑↓ on the **LEFT ANALOG STICK/DIRECTIONAL BUTTONS** to select a file and press the ⊗ **BUTTON**. When the deletion confirmation window appears, select yes to delete the file, or no to cancel the deletion and return to the Save and Load menu.

MODIFY NAME

Select to edit the name of a player file. Use ↑↓ on the **LEFT ANALOG STICK/DIRECTIONAL BUTTONS** to select a file and press the ⊗ **BUTTON**. See below for details on how to enter a name.

NAME ENTRY

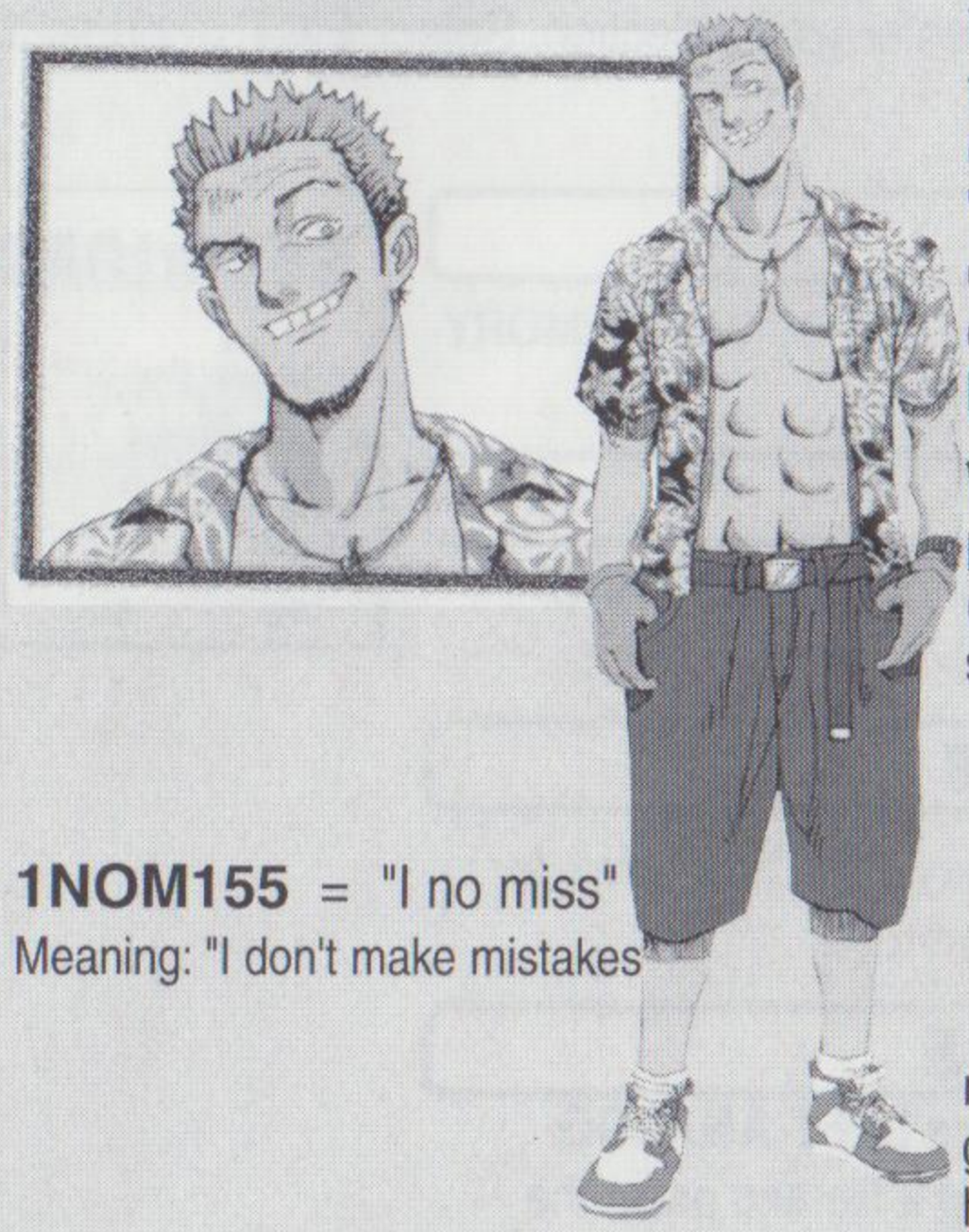
Up to three characters can be used for each name entered to create a player file. Use ↑↓ on the**LEFT ANALOG STICK/ DIRECTIONAL BUTTONS** to select a letter and ←→ on the **LEFT ANALOG STICK/DIRECTIONAL BUTTONS** to move the cursor. Press the ⊗ **BUTTON** to enter the name. Press the △ **BUTTON** to exit the name entry without entering a name. A total of four player



NAME ENTRY

CABBIES

AXEL

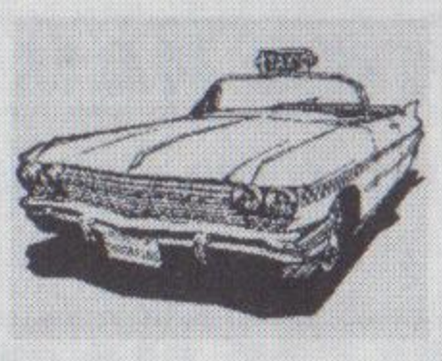


Age
21
Sex
Male
Height
6' 0"
Weight
158

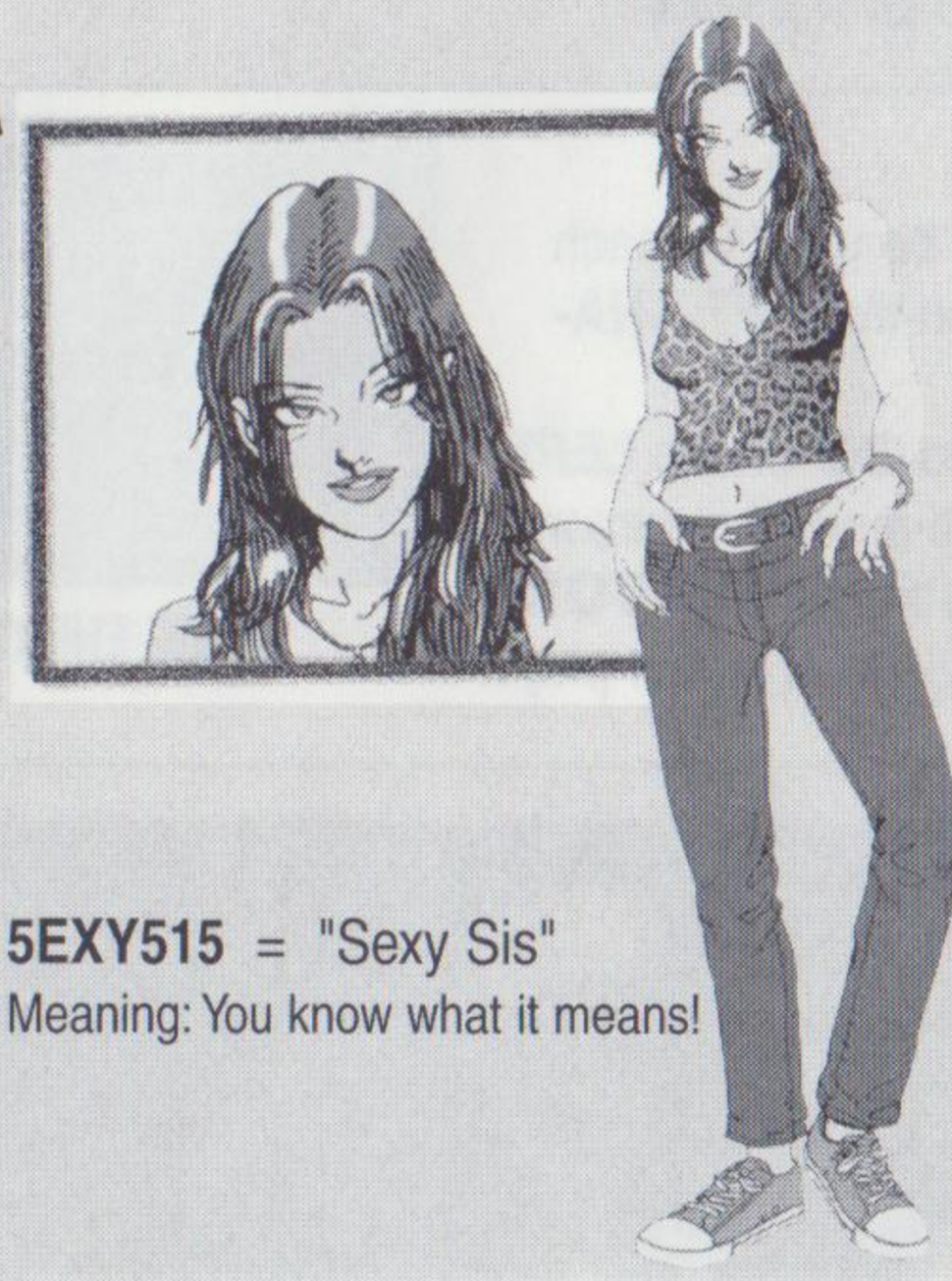
License Plate # **1NOM155** = "I no miss"
Meaning: "I don't make mistakes

This wild guy is known to have a hot and quick temper. His only reason for becoming a taxi cab driver is that he considers being a cabbie the "coolest" profession. Axel always shows his customers a good time while driving his 60's era classic cab, earning big tips in the process! For him, cab driving is the ultimate career.

When he isn't working, Axel is usually trying to pick-up women, jamming with his punk band (bass and vocals) or participating in board sports like surfing or snowboarding. That said however, Axel's overly freewheeling nature causes his band members to come and go on a regular basis and prevents him from maintaining decent relationships with women. Oh well, what's a guy to do? While he isn't perfect, his open-hearted personality and naturally cheerful nature means he kind of grows on you. His most redeeming quality is that he is especially gifted at mediating whenever there is trouble or fighting amongst his many friends.



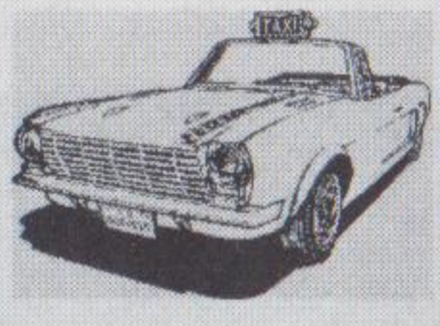
GENA



Age
23
Sex
Female
Height
5' 7"
Weight
? ? ?

License Plate # **5EXY515** = "Sexy Sis"
Meaning: You know what it means!

If Gena could be described in two words, without a doubt those words would be "cool & sexy". With a strong passion for cars, her reason for becoming a cab driver is simply, "Because I get to race around in my car all day!" While she's not so concerned with amusing her customers per se, she sure is timely. When asked if she'd be happier as a race car driver she just laughs and replies, "But it is such a rush to race through the traffic-laden streets...I could never give this up!"

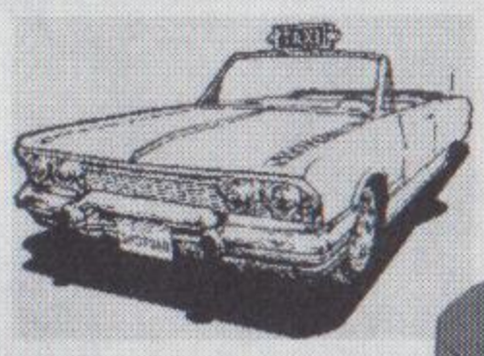


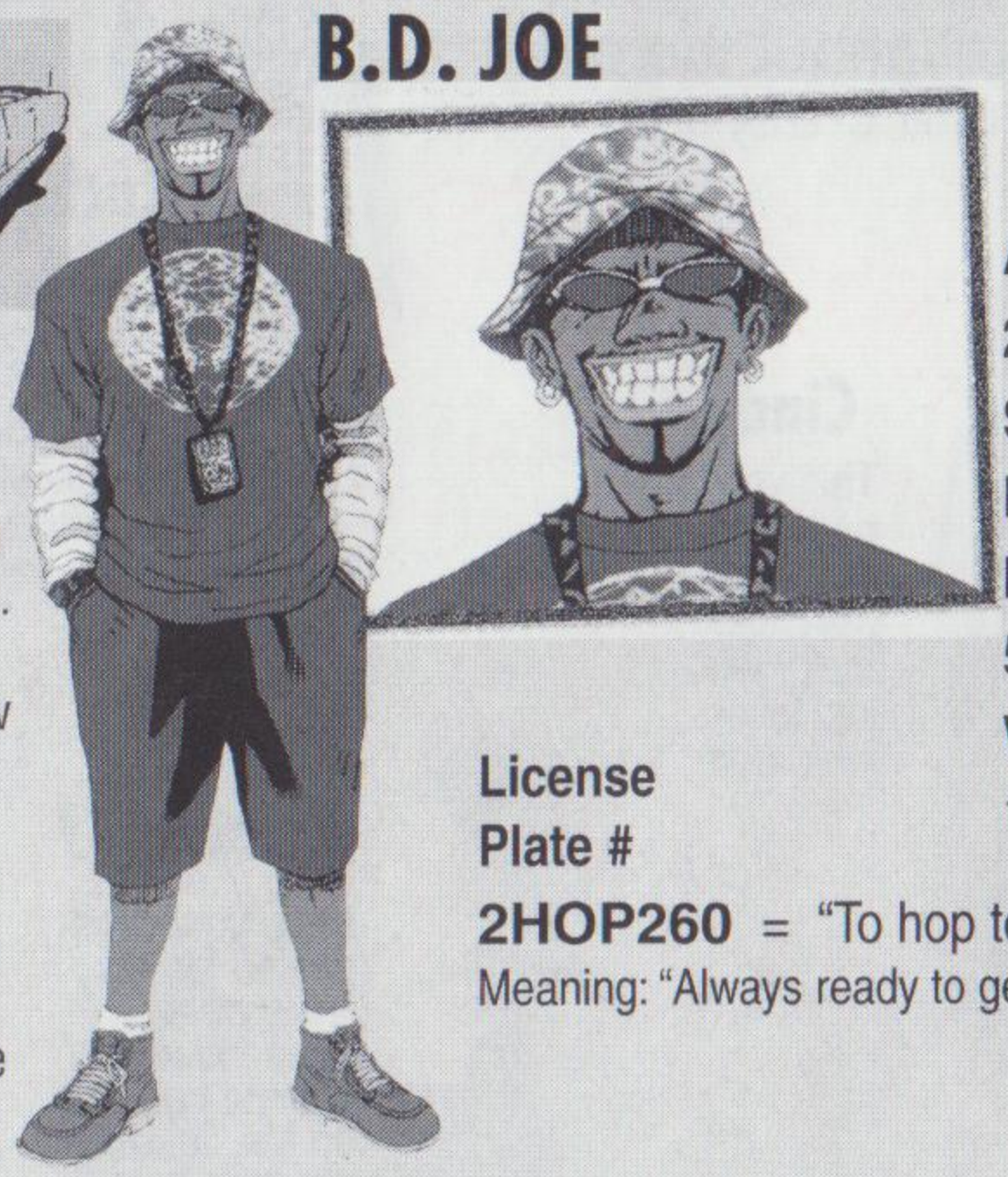
When Gena is not working in her beloved cab, she can usually be found working on it. In fact, she spends nearly all her time and money performing extensive tune-ups, maintenance and cleaning. It is no surprise that most of the money she earns goes straight into her cab.

Despite her cab fixation, men are attracted to Gena's beauty. But she simply turns her nose up at any man who dares try to woo her. Clearly the sole object of her affection is her one and only cab!

CABBIES

B.D. JOE





Age
25
Sex
Male
Height
5' 9"
Weight
165

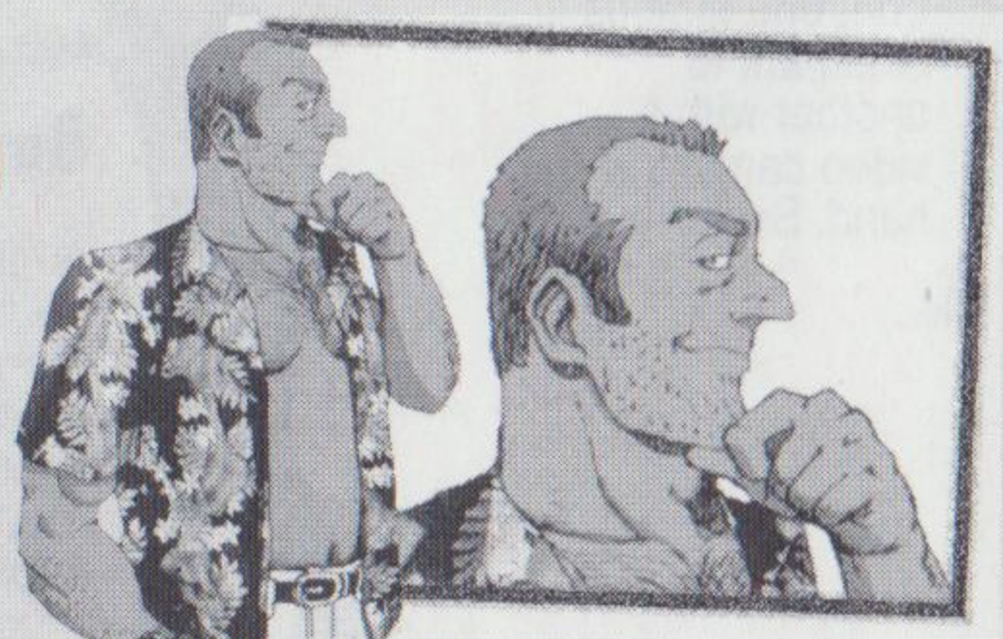
License Plate #
2HOP260 = "To hop to go"
Meaning: "Always ready to get crazy"

Always friendly & cheerful... that's B.D. Joe. For him, driving a cab is a line of work in which he can "make people happy". Happiest when he can bring a smile to the face of customers, B.D. is a master of both driving and conversational techniques.

Even when not driving his cab B.D. Joe is well known as an accomplished performance artist. He can throw together some lids and drum cans, and using a pair of drumsticks, can blow you away with his musical prowess. His rhythms sound so fine they put the "professional" musicians to shame. His talent is such that he is often asked why he doesn't perform professionally. But he just laughs and says, "Making people smile is reward enough for me besides cabbing is too much fun to give up!"

Lately B. D. Joe has taken up card tricks...why you may ask? Because by doing so he can make anyone's day anytime, anywhere.

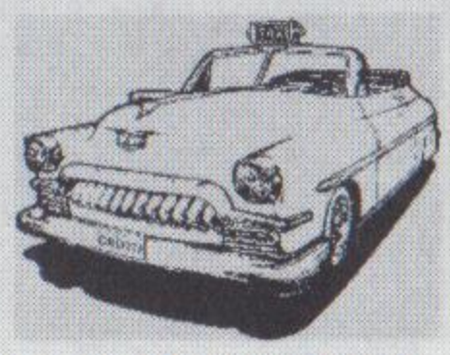
GUS



Age
42
Sex
Male
Height
5' 8"
Weight
187

License Plate # **ONLY777** = "Only 777"
Meaning: "Only aim for the big jackpot"

Gus is a handsome (in a melancholy sort of way) drifter who typifies the term "cool". He holds the unique distinction of being the originator of the "crazy" style. In his youth, Gus was a wild and uncontrollable hooligan, selfish to a fault. He hated to lose and always had to be # 1 at any and all cost. With a strong fascination for all things new, Gus was naturally drawn to that one unique trend that was totally cool. With a knack for getting into something before it became popular, in the days when he didn't even own a car he was riding in a normal taxi when he had a flash of inspiration and bought an old junked out 1955 jalopy. Thus began the crazy taxi trend.



When Gus isn't driving, he can usually be found playing cards. When the working day ends he meets with his poker buddies (whose members change nightly) to while away the time playing poker, blackjack and baccarat. A benefit of his gambling is that Gus has come to understand the ways of strategy, thereby mellowing his former desire to win at all costs. Learning the why and how of losing has made Gus a better person.

CUSTOMERS

Let's meet a few of the many customers you'll find throughout the city awaiting a crazy taxi ride.

Cindy

This young pretty college student is a psychology major who just loves junk food!

Rachel

Currently working as a hospital volunteer, this young woman dreams of becoming a doctor someday.

Dan

A graduate student of economics, Dan is in the process of writing his thesis on the economical impact of the fashion industry on world markets.

Grandma J

Keep your eyes peeled for this feisty ol' lady! Those loud and colorful pajamas on Ms. Jessica are sure hard to miss.

Biff

A baseball fanatic who never misses a game, Biff travels by helicopter to watch his favorite baseball team in action whenever they are playing away games.

Kim

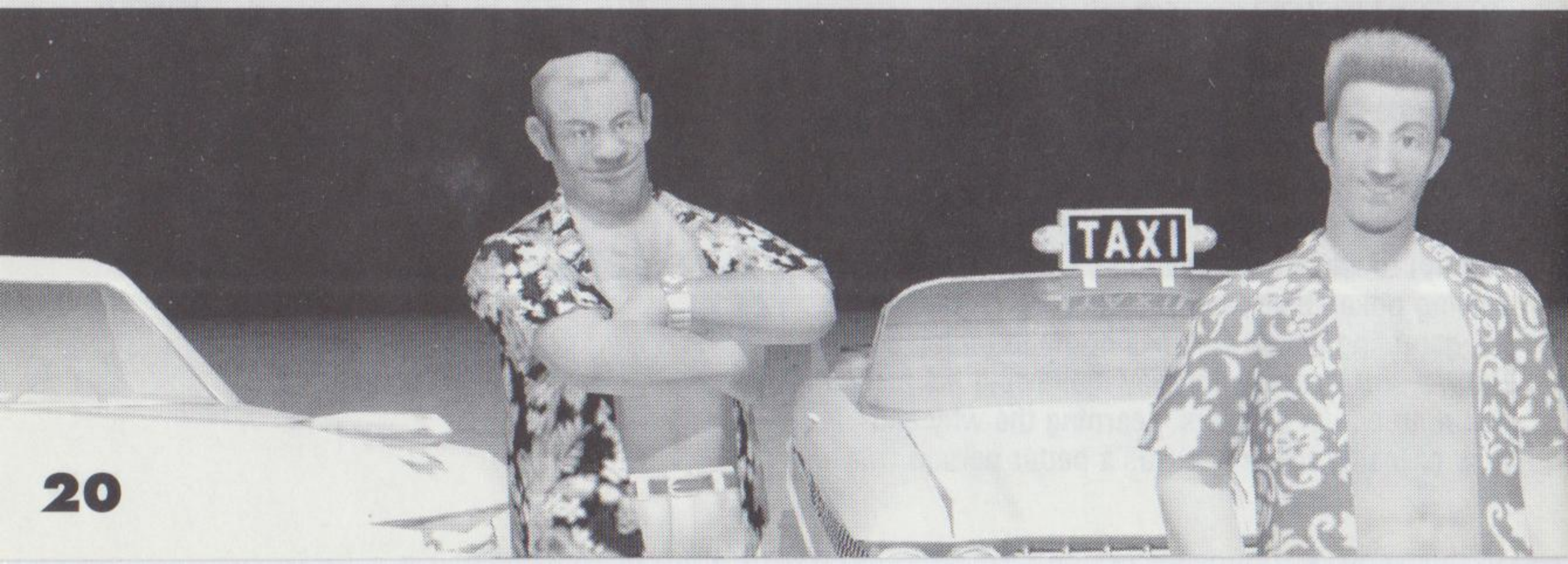
This tourist is always running from one famous landmark to another with a video camera in hand. Smile!

Buzz

A hard-core loving punk rocker who has a habit of suddenly appearing in the most unexpected of places!

Pierre

A hopelessly romantic young man who spends all his time and money chasing women...another day another date.



MANUAL CREDITS

The following credits list the staff responsible for the localization marketing and manual production for the U.S. version of Crazy Taxi. Credits for the original development staff of the game and those involved in the conversion to PlayStation®2 are listed in the credits of the game itself.

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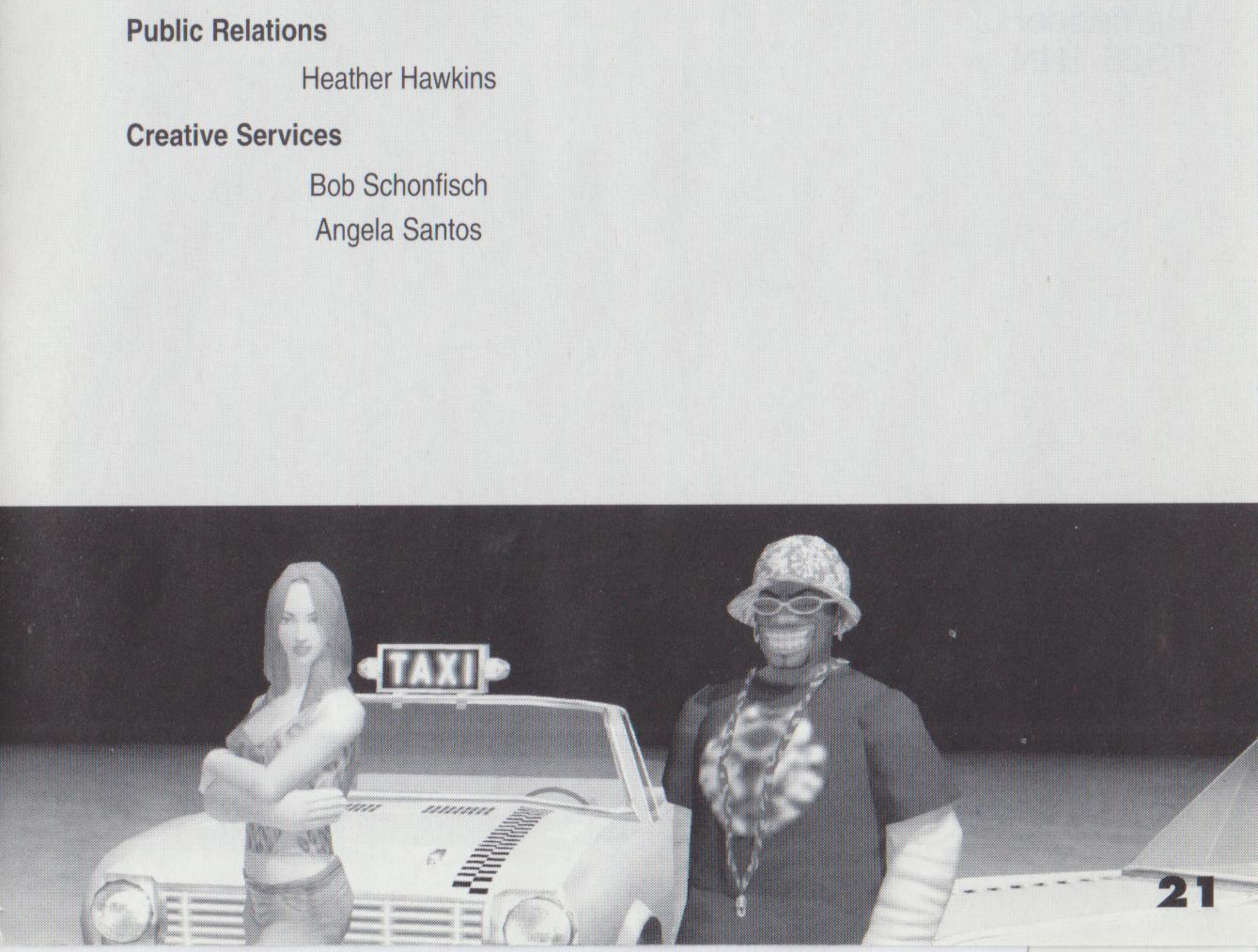

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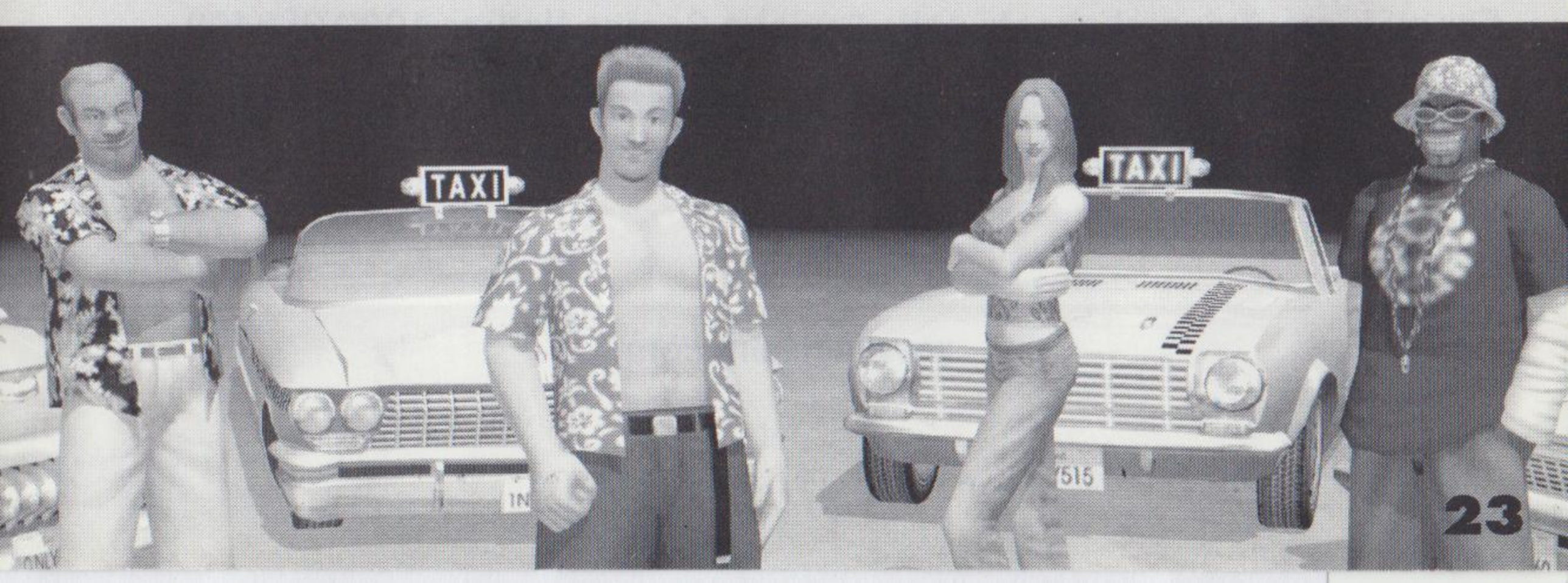
NOTES



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- **Sverige** — **08-587 610 00**

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